SNS-YC-USA

# YOSHI'S COOKIE™

INSTRUCTION BOOKLET

Bullet-Proof Software®

SUPER NINTENDO
ENTERTAINMENT SYSTEM

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# YOSHI'S COOKIE™

# Instruction Manual

Bullet-Proof Software®

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Puzzles created by Alexey Pajitnov and BPS.



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# Introduction

## It's Cookie Chaos for Mario and Yoshi!

Do you love cookies? Then try Yoshi's Cookie! This fast-paced puzzle game is fun for kids of all ages. It's easy... just move the randomly placed cookies (HEART, FLOWER, DIAMOND, CHECK, CIRCLE and YOSHI) into rows and columns of the same type. If you make a row or column of the same cookies, the line disappears and you score points. Remove more than one row or column at a time for really big points! In the one-player ACTION game, clear the screen and you advance to the next, more challenging stage. Use the special YOSHI COOKIE as a wild card for even more points!

In the VS game, test your skill against a friend or the computer. Race against the clock to clear enough rows and columns first. Every row or column you remove gives you a YOSHI COOKIE. Remove a row or column of YOSHI COOKIES and pull some wild tricks on your opponent. But watch out! Sometimes those tricks can backfire!

The PUZZLE game tests strategy, not speed. You're given a limited number of moves to clear all of the cookies from the screen. Pass all the levels and reveal the secret Mario World map!

**HEART**

**CHECK**

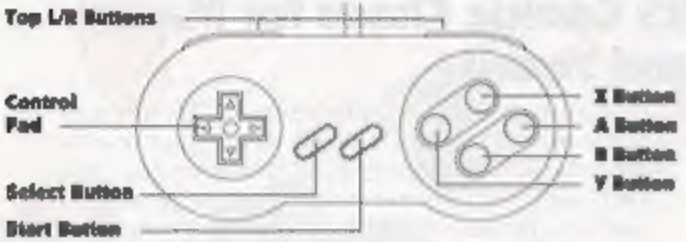
**FLOWER**

**CIRCLE**

**DIAMOND**

**YOSHI**

# Controls




**Control Pad:** The Control Pad controls your cursor.

**A Button:** Hold down the A Button and press Up, Down, Right, or Left on the Control Pad to move the cookies vertically and horizontally.

**B Button:** In the ACTION game, you can use the B Button to make the new cookies drop faster.

**Top L/R Buttons:** In the PUZZLE game, the Top Left Button takes you back one move. The Top Right Button will take you back to the beginning of the Stage you're currently on.

**Select Button:** Use the Select Button to change menu selections.

**Start Button:** The Start Button will Pause the game. In Pause mode, the cookies will disappear from the screen and the message PAUSED will appear.



# Basic Game Play

To start the game, insert your Yoshi's Cookie game pak into your Super NES and turn the power switch On. The title screen will appear. Push Start to begin. Move the Control Pad Up/Down to select ACTION, VS, or PUZZLE at the Game Select Menu. Push the A Button to confirm your menu choice.

**A HINT From YOSHI!**

Think of the cookies on the outside edges of the playfield as being connected to each other. For example, if you move one of the right-hand cookies to the right, it will appear in the same row on the left-hand side of the playfield. If you move one of the cookies on the bottom edge of the playfield down, it will rotate to the top of the playfield in the same column.

**TRY THIS!**

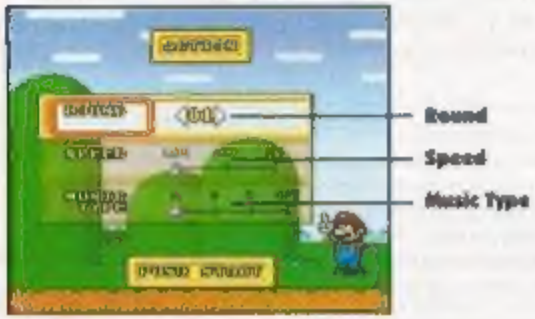
Fig. 1

Fig. 2

Fig. 3

**Fig. 1** – Move the cursor to the FLOWER COOKIE in the right column. **Fig. 2** – Hold down the A Button and press Down on the Control Pad to complete a line of FLOWER COOKIES in the center row. **Fig. 3** – The DIAMOND COOKIE that was at the bottom of the right column in Fig. 1 rotated from the bottom of the screen to the top of the screen when the line of FLOWER COOKIES was completed.

# The One-Player Action Game




## Setting the Menu

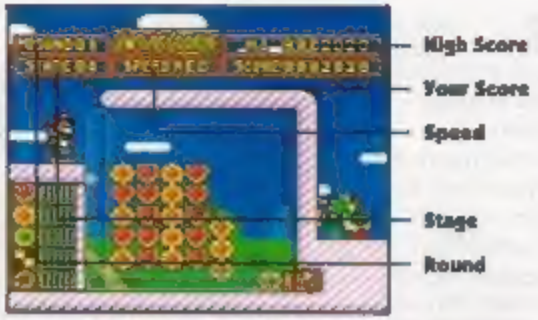
Press Up/Down on the Control Pad to choose Round, Speed, and Music Type. After you have made your selections, press Start or the A Button to begin the game. The B Button takes you back to the Game Select Menu.

**Round: 1 to 10 –** Press Left/Right on the Control Pad to select the Round you wish to begin at. Each Round contains 10 Stages.

**Speed: Low (slow), Med (medium), Hi (fast) –** This changes the speed at which the new cookies appear on the screen.

**Music Type: A, B, C, or OFF –** Use this to select the background music. Select OFF to stop the music.






## Playing the Action Game

To play the one-player ACTION game, line up the same type of cookies in vertical columns or horizontal rows to make them disappear. Clearing the screen of all the cookies will allow you to move to the next Stage. However, if the lines of cookies expand to the edge of the playfield, the game is over. When you complete 10 Stages, you will advance to the next Round. **When you complete all 10 Rounds, you will get a special message from Mario!**

**A HINT from YOSHI!**

When you complete five lines of one type of cookie you will get a very special YOSHI COOKIE! This cookie can be used as a wild card to help complete any type of cookie line.

# Scoring

Eliminate rows and columns of like cookies to score. The number of cookies in a completed column or row determines your score. For example, if you complete a line of four cookies, you'll score 40 points. A line with six cookies scores 160 points.

| | |
|---|---|
| 2-cookie line = | **10 points** |
| 3-cookie line = | **20 points** |
| 4-cookie line = | **40 points** |
| 5-cookie line = | **80 points** |
| 6-cookie line = | **160 points** |
| 7-cookie line = | **320 points** |

**If you remove several lines at once, you'll be rewarded with a better score!**

**If you remove:**

**2 lines:** The score of the 1st deleted line + the score of the 2nd deleted line X 2.

**3 lines:** The score of 2 deleted lines + the score of the 3rd deleted line X 4.

**4 lines:** The score of 3 deleted lines + the score of the 4th deleted line X 8.

**A HINT From YOSHI!**

If a YOSHI COOKIE is in the row or column that you are eliminating, you'll get bonus points! Watch the graph in the lower left corner of the screen to see how close you are to getting a YOSHI COOKIE.

# The VS Game

## Setting the Menu

Press Up/Down on the Control Pad to choose between Mode, Time Speed, Handicap and Music Type. Press Start or the A Button to move to the next menu.

**Mode: 2-Player or VS Computer –** Select MAN to play against another person (who uses the second Controller), or select COM to play against the Computer.

**Speed: Low, Med, Hi –** Use this to select the speed at which your Timer Fuse will burn.

**Handicap: 0 to 20 –** The Handicap feature allows you to balance the game between experienced and inexperienced players. For example, if Player 2 is less experienced than Player 1, Player 2 may set his/her Handicap to a higher number. This means Player 2 will need to complete fewer lines in order to win the game.

**Music Type: A, B, C, or OFF –** Use this to select the background music.

# Choosing Your Character

**Character Selector:** Using the Control Pad, move Left/Right, or use the Select button to choose your character — MARIO, YOSHI, the PRINCESS, or KOOPA. Press Start or the A Button to confirm the character selection for Player 1 and Player 2. If you choose to play against the computer, repeat the steps above to select the computer's character.

**Initials Window:** Press Start to enter the default initials for each character in the Initials Window. If you wish to enter custom initials, use the Control Pad and the A Button to enter your selection of alphanumeric characters.

**A HINT from YOSHI!**

If you defeat all four characters in the VS Computer mode, look for a secret code allowing you to play against a new set of characters!

## Which character to choose?

Each of the four characters have special strengths and weaknesses.

**ATT (Attack)** is the length of time an attack Event such as BLIND, PANIC, and SLAVE last.

**DEF (Defense)** is each character's ability to defend against attacks. An opponent's attack time is cut in half if a character's defense is strong. The attack time is doubled if defense is weak.

**MES (Message)** is how quickly the message displayed in each character's Event Window changes.

**LIM (Time Limit)** is how quickly each character's Timer Fuse burns.

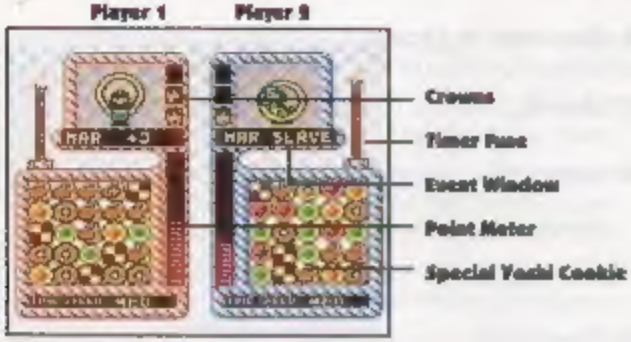
| | ATT | DEF | MES | LIM |
|---|---|---|---|---|
| **Mario** | Average | Average | Med | Med |
| **Yoshi** | Average | Strong | Long | Med |
| **Princess** | Average | Weak | Short | Med |
| **Koopa** | Strong | Average | Med | Short |

**Mario** is a balanced player with no special abilities or weaknesses. This makes him effective against all other characters.

**Yoshi** has a strong defense that effectively cuts an opposing player's attack time in half. This makes him a good character to use against Koopa's powerful attacks. Yoshi is a good player to start with when learning how to play the VS game.

**The Princess'** strength is her ability to attack an opposing player with the most effective Event. Because messages cycle through her Event Window quickly, you won't wait too long for the right attack message to appear.

**Koopa's** strength is his ability to create attacks that last twice as long as other character's attacks. His Timer Fuse, however, burns very quickly.




# Playing the VS Game

In the VS mode, a player goes head-to-head against the computer or a friend. Each player must sort like cookies into vertical or horizontal lines on the 5 X 5 playfield. A player's Point Meter will increase each time that player completes a line. The first player to complete 25 lines wins the Round. If a player doesn't complete a row or column before the Timer Fuse runs out, that player loses the Round. Each time a player wins a Round, that player will earn a Crown. The player earning three Crowns first wins the match.

During the VS contest, YOSHI COOKIES are used to initiate attacks against an opposing player. If a player completes a line of YOSHI COOKIES, the Event displayed in the Event Window will occur.

**A HINT from YOSHI!**

You'll earn one YOSHI COOKIE each time a regular cookie line is completed. If you complete two or more lines at once, you'll earn five YOSHI COOKIES!

# Attack Strategies

Watch the display box above your playfield! A player's initials will appear next to the Event signifying which player will be affected by the Event.

**Watch to see if an "X" or an "O" is displayed. This will help you determine quickly if the Event specified will have a "good" or a "bad" effect for you. If an "O" is displayed, the effect will benefit you; if an "X" appears, the effect will be detrimental to you.**

The Event Window changes randomly, so be careful! It's possible to accidentally hurt yourself and help your opponent!

**Events**

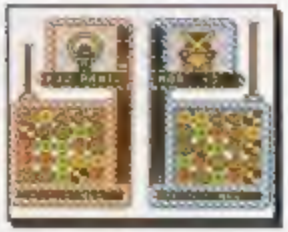
| | |
|---|---|
| **-7** | Removes 7 points from a player's point meter |
| **-3** | Removes 3 points from a player's point meter |
| **+3** | Adds 3 points to a player's point meter |
| **Panic** | Allows the attacking player to scramble the cookies on his/her opponent's screen |
| **Blind** | Allows the attacking player to place a 3 X 3 grid of question marks over the center of his/her opponent's playfield |
| **Slave** | Allows the attacking player to control his/her opponent's cursor |

# Successful Attacks

TRY THIS!

**Example #1**

If MARIO (Player 1) aligns a row of YOSHI COOKIES when KOO PANIC is displayed in the Event Window...



...the cookies belonging to KOOPA (Player 2) will be scrambled.

TRY THIS!

**Example #3**

If YOSHI (Player 2) aligns a row of YOSHI COOKIES when MAR BLIND is displayed in the Event Window...

...MARIO's (Player 1's) playfield will be partially covered with question marks.



# Unsuccessful Attacks

DON'T TRY THIS!

**Example #1**

If PEA (Player 1) aligns a column of YOSHI COOKIES when PEA -3 is displayed...

...PEA's Point Meter will decrease by 3 lines.

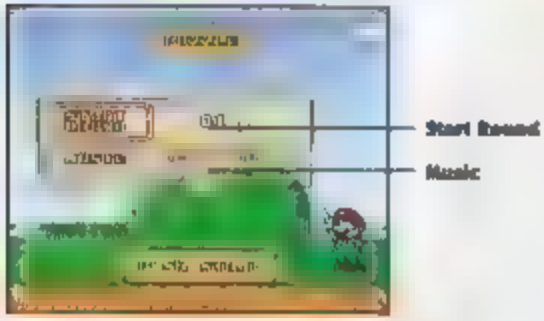
DON'T TRY THIS!

**Example #2**

If YOSHI (Player 2) aligns a column of YOSHI COOKIES when PEA + 3 is displayed...

...3 points are added to PEA's (Player 1's) Point Meter.

# The Puzzle Game



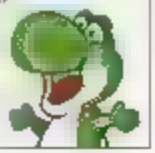

## Setting the Menu

**Start Round: 1-10** – Choose the Round you wish to start at. The PUZZLE game has ten Rounds, each with ten Stages. When you complete a puzzle, the password for the next puzzle will be displayed. You may enter a password at the PUZZLE menu to begin at a particular Round and Stage.

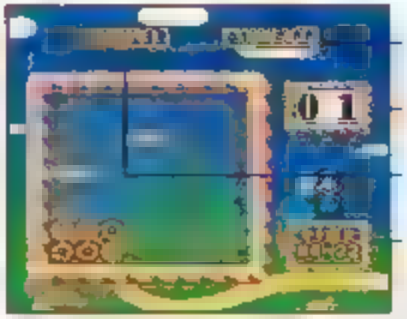
**Music:** Turns the music On or Off.

**A HINT from YOSHI!**

Think of the cookies on the outside edges of the playfield as being connected to each other. For example, if you move one of the right-hand cookies to the right, it will appear in the same row on the left-hand side of the playfield. If you move one of the cookies on the bottom edge of the playfield down, it will rotate to the top of the playfield in the same column.








## Playing the Puzzle Game

The PUZZLE game tests strategy, not speed! There are a total of 100 puzzles, 10 Rounds, each with 10 Stages. To solve each puzzle you are allowed a set number of moves to rearrange a jumbled set of cookies and clear them off the screen.

The box at the upper right side of the screen displays the number of moves you are allowed. If you are not able to complete the puzzle in the number of moves shown, you will be given an opportunity to try again.

The Timer shows you how much time it has taken to solve each puzzle.

**A HINT from YOSHI!**

By using the Top Left and Right Buttons you can undo moves or begin again. Pushing the Top Left Button allows you to go back one move at a time. Pushing the Top Right Button puts the puzzle back into its original position.

TRY THIS!

### Example #1

To complete this puzzle in 2 moves, move the HEART cookie in the top row to the left once.

Fig. 1

Now, move the HEART to the left once more, rotating it to the opposite end of the top row.

Fig. 2

All the cookies are now aligned in vertical columns. The screen will clear, and you've solved the puzzle!

Fig. 3

TRY THIS!

### Example #2

To complete this puzzle in 2 moves, place the cursor in the second column from the left, and shift it up once.

Fig. 1

Now, move the cursor to the second column from the right, and move this column up once.

Fig. 2

The three rows of CIRCLE cookies will disappear from the screen. This allows the FLOWER, DIAMOND, and HEART cookies to form vertical columns, which will clear the screen!

Fig. 3

# Notes



# Notes

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Bullet-Proof Software, Inc.

8337 154th Ave. N.E.

Redmond, Washington 98052

(206) 861-9200

**Bullet-Proof Software®**
8337 154th Ave. N.E. • Redmond, WA 98052 • (206) 861-9200

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